

SS_ALL-StationShuttlesTeleports.docx

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SPACE STATION THUNDERCHILD #SS-04202019

MILDA REGION, ALTITUDE 3,900 METERS

Rev. 02/01/23



Shuttles

Shuttles are not set up at this time.

The Three Types

There are three types of teleporters used at both space stations. They are Grid Wide Portals, Point to Point Teleporters and Local Transporter Systems.

Many teleport systems will use an "experience" to automate all the devices of the same owner. You may be asked you for permission unless you've accepted it as an "experience" from a previous use. In which case. Your accepted and blocked experiences are listed in your Avatar/Experiences window.

Teleporters can have restricted access to the device as a whole, or just to certain locations, or by a authorized user or list of users.

1. Grid Wide:
 - Teleports user to another region in SL at any distance.
 - You may be presented with a menu for location options.
 - There may not be a return device at the remote destination.
2. Point-to-Point:
 - From a single location point to just one other location point and back.
 - May be local to parcel or Gride Wide
3. Local Transporter:
 - Always in the local parcel or region.
 - Most likely to have Access Control.



Figure 1: Landing at Thunderchild Gallery Workshop.

The following will cover each of the three types, Brands and their functions that you will find in the space stations and on the grounds for all the sites.

Grid Wide Portals:

There are currently three types of grid-wide teleportals being used at the spaceports.

The Novum Stargate

On the ground in the portals area of TCGWS and in the east dome of the KOCK station there are **Novum Stargate** portals. Each maybe used to go to any other Novum stargate grid wide by dialing an available region or gate code destination either in text chat or by clicking buttons using the DHD console pedestal.

The stargate supports both map teleport and walk-through contact teleport by adding the Direct TP attachment to one's avatar and giving it permission when prompted. A full list of Novum stargates with their locations and codes is available at: <https://stargatenet.work/>

full set of instructions and a copy of the teleport attachment is available by clicking on the gate vendor tag by the pedestal. Other popular stargate networks can be accessed at the Vagonbrei gate hub.

Dialing a gate name or region name in text chat is the simplest means to use the gates for example to get the gate hub, simply type

/d Vagonbrei

in open chat and then either

click on the event horizon for map teleport when the gate makes a connection.

Or

if you are wearing the Direct TP Attachment, walk through the event horizon to be teleported.



Figure 2: Novum Stargate

The Novatech Stargate & multi-beam transporter

In the gate room at TCGWS station and the east dome at KOCK station there are Novatech grid wide portals.

The TCGWS portal is a stargate and the KOCK portal is a **large multi-beam transporter**. To use simply click on them for a menu. The local destinations will list first. Click move through the menus to list all the available grid wide locations and click the button for the one you want. Novatech uses the Novatech Experience for landmark grid wide transport which you can except when prompted and not be asked again. An event horizon or transporter beam will appear. You can then click either or walk through the event horizon to teleport.



Figure 3: multi-beam transporter

The New London Systems Eternity Gate

In the lobby of the TCGWS space station *there is a rod and wire strap alcove by the lobby seating*. This is the New **London Systems Eternity Gate**. To use this Doctor Who inspired teleporter click the side button for a menu. This NLS gate can be used locally but there are no others on site, so choose grid wide to select a landmark teleport destination. Once the gate makes a connection the user may click the vortex plasma to get a map-based teleport. Alternatively, an NLS automatic teleporter attachment is available for free at their in-world store for automatic walk-through teleport.

Point to Point Teleporters:

In the Exosphere Domed Landing Pads and vertical lifts at both stations and the cargo hangar at TCGWS there are integrated click and go TP pads for short local hops in these structures.

In the lobby at the TCGWS station and in the workspace sphere at KOCK station there are point and click blue Alpheratz TP pads set up for short point to point local hop access to those structures.

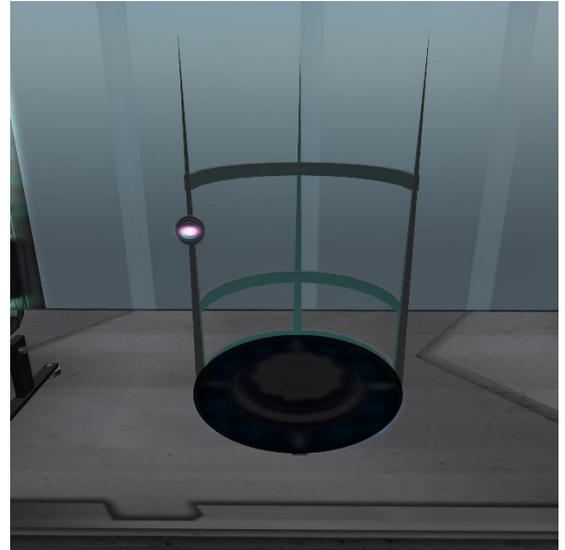


Figure 4: New London Systems Eternity Gate



The Ex Machina Teleporter tubes

On the surface in the portals area at TCGWS and in the TCGWS space station lobby there are **Ex Machina teleporter tubes**. These are actually multi local location teleport systems but since only two tubes are set up in the region, they act as a point-to-point transporter between those two locations. To use them, click on the tube to open it, if closed, then click the floor of the open tube to board it. Lastly, click on the ENERGIZE button of the popup menu to close the door and teleport.

The Caspertech Teleport Pads

Figure 5: Ex Machina Teleporter tubes

Caspertech Teleport Pads are always local. Being part of the Caspertech systems, they can be assigned channels to share a common network. Any network with just two pads is a point-to-point network. You'll find these at all the sites.

The Pads can be linked to specific property rentals. This is done with the pads at the landing area and the space stations rentals. The set of **Caspertech Transport Pads** that serve as direct teleport links from the Parking area to individual units on SSTC. If the property is vacant, anyone can use them, however if the property is rented, they only work for the renter and their subs.

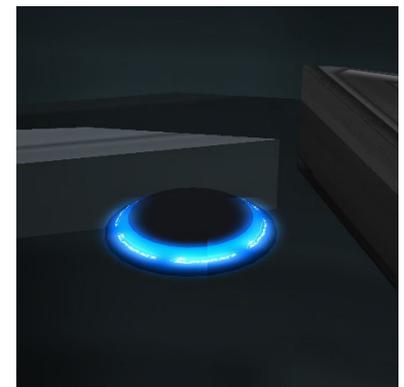


Figure 7: Point to Point Teleporters



Figure 6: Casper Point to Point Teleporters

The JV Creations Teleporters

JV Creations teleporters can be networked locally or use LMs for Grid Wide. They use the experience by the same name.

On the Ground the Door format is primarily used for groups. Matching door fronts indicate the group. Some of the Doors are for resource centers and locations in other regions. There will not be a return device at those locations. The door at the landing for each site will have a board next to it with the listings information.

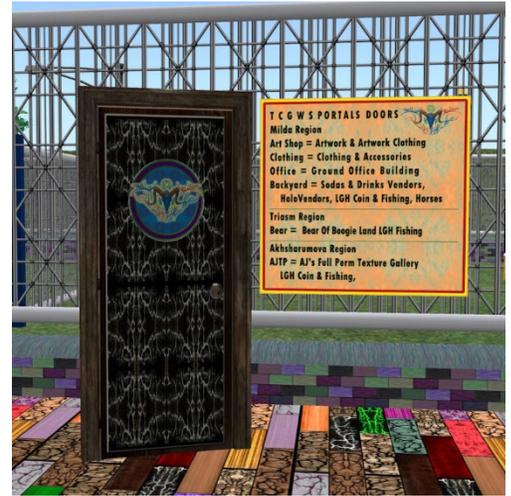


Figure 8: JV Creations Teleporters

The Novatech Local Transporter Systems



There are multiple Novatech transporter bays and pads on the station set for local use only. These provide local compatible ship to station transport as well as transport locally between various areas inside of both stations. These transporters can service both avatars and also cargo that has compatible Novatech scripts installed.

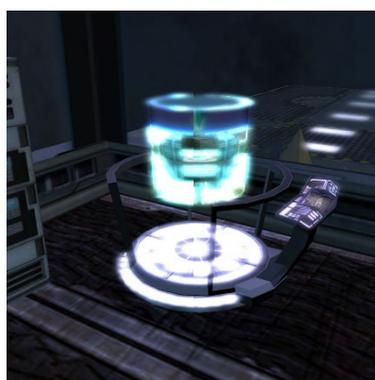
Novatech EmDash attachments are also supported for avatar generated beaming. Local only Novatech transport are menu driven when clicked, and then point and click on beam for teleport. These local only set transporters also do not require the Novatech Experience or the map to function, so they are always available.

Figure 9: Novatech Local Transporter Systems

This pad automatically communicates with other VTP nodes when present and shows them as cylinder textures when clicked which in turn may be clicked for instant teleport.

Black Bishop Innovation (BBI) Visual Transporter (VTP) Public Node Pad

In the TCGWS space station lobby at the base of the NLS Eternity gate there is Black Bishop Innovation (BBI) Visual Transporter (VTP) public node pad.



The BBI small craft hangar which has another public node will show as a destination when rezzed. BBI ships with a private VTP node such as the Sojourner require their VTP node scripts be reset to ping an available public node before being listed as destinations. BBI ships with VTPs normally perform this function automatically as they cross a sim border and enter into a region.

Figure 11: BBI in the Flight Deck Lounge



Figure 10: Black Bishop Innovation (BBI) Visual Transporter (VTP) Public Node Pad

KCP Redirect Scripts & Vehicles

On the SL Marketplace, "Free KCP Redirect vehicle collision teleport system." It is a script you can put in your vehicles that allow modify. It also come already installed in other vehicles.

Any object with the name "redirect" and comma delineated x,y,z coordinates will trigger the script on collisions and your vehicle, with you attached (passengers too) will be at the coordinates, heading in the same direction that your vehicle struck the object. There are big blocks that are marked as Collision Teleport and there are unmarked objects for gaming.



Figure 13: KCP Redirect Rock



Figure 12: KCP Redirect Wall

PRIMARY AND OTHER DOCUMENTS LINKS

pdf: <https://thunderchild.net/SL/doc/TCGWS-DocPrimeLinks.pdf>